



CLAIM AMMENDMENTS

EXAMINER PLEASE NOTE The claims have been amended as per request to meet 37CFR 1.75 and 1.121

The 8 rules of original claim 2 have been numbered 1 to 8 and referenced on the correction sheet. The original claims 1 & 2 rearranged into claim 1, 2 & 3, claim 1 General. Claim 2 Scoring Claim 3 Method of play.

Corrections indicated by "Additional words underlined" and "Removed words bracketed bold". There has been no change or addition from the original submission, there has been a change in order of claim presentations and an introduction of some alternate descriptive words for more comprehensible descriptions. Example: The word **Sum** amended to **question** and the word **equation** has been amended to **problem** to match the invention summary and provide a more appropriate description

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1. Claim 1. A deck of cards, each card having an upper face provided with a unique display of four fixed format mathematical problems (equations) set one above the other, color coded to indicate the skill level required to solve (that) each specific mathematical problem, (equation and a lower face has color coding to indicate the manner the card is to be displayed for competitors to view,) purpose of the deck of cards is to create (being a basis for) a competitive game of mathematical problem solving skills, that requires a single card to be simultaneously displayed to an unlimited number of players, the objective being to be the first player to solve declare a correct solution to a pre-selected mathematical problem (each of whom can earn points by being the first player to solve a pre-selected mathematical equation on the upper face of the displayed card)

Claim 2. The Mathematical Problem Solving Game of claim 1 wherein the awarding of a scoring (winning) point is subject to the following rules: RULE 1 (a) a rule that permits players to pre-select the skill level (of difficulty) at which the game will be played: RULE 3 (b) a rule that requires that a single card be placed face up in view of all players: RULE 4 (c) a rule that establishes a fixed format for every displayed mathematical equation whereby for each equation four calculation numbers are displayed together with one solution number) a fixed format be displayed that must be solved in a fixed format manner RULE 8 (d) a rule that appropriately rewards with points the first player to identify a solution and correctly identify that no solution can be found (d) some problems in the high skill level have no correct solution RULE 8 (e) the first players to declare a correct solution to the mathematical problem within time limit or identify, no solution, scores a point. (either identify a solution or to correctly identify that no solution can be found) players declaring correct solution after no solution has been declared score double points.

Claim 3. The Mathematical Problem Solving Game of claim 1 wherein the fixed format of the problem and the manner of solving, is subject to the following rules: (a rule that establishes that) RULE 5 (a) each mathematical problem displayed has a solution number plus four calculation numbers that must be used in a fixed format that requires players to use each of the four calculation numbers just once to create two (two sums, each of the said two sums to consist of two numbers in a manner that utilizes each of the four calculation numbers a single time with the object that the resultant answer to the said two sums being such that they can be formed into a third sum with an answer that will equal the solution number) mathematical questions, each having answers that combine to form a third mathematical question having an answer that equals the solution number provided RULE 6 (b) a rule that establishes upper two mathematical problems (equations) displayed on card face from the deck of cards of claim 1 are low skill, only requiring the use of plus or minus signs to form mathematical questions having answers per following example: calculation numbers 2,1,4,3=solution number 2 solving method (2-1 = 1 4-3=1) the two answers are combined to form the third mathematical question; 1+1=2 (solution number) RULE 2/7 (c)(a rule that establishes that the lower of the four equations displayed on the card from the deck of cards from claim 1) (c) the lower two mathematical problems displayed on card face are of the higher skill level and may require addition, subtraction multiplication or division, example: calculation numbers 6,5,11,8 solution number 26 solved by forming two mathematical question (6x11=66) 5x8=40 having answers combined to form third question 66-40= solution number 26 Note: The numbers of the last example have been amended for clarity (d) example of calling a correct no solution: calculation numbers, 5,9,8,3 solution number 25 solution not possible.